ATHENA

Transported to a strange, forbidding land, Athena, a bold oriental princess must battle for survival against the denizens of it's various areas to reach the Dark Overlord who brought her to his realm as a pawn for his macabre games.

But the blood of a hundred Samurai runs through the veins of our heroine and she has vowed to wreak revenge on her hideous tormentor and his evil underlings. Steeling herself against the horrors to come she sets forth on her perilous quest . . .

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction—PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.
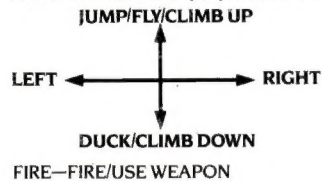
When you have completed the first three worlds you will be asked to wait whilst the second part of the game loads automatically.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD " *",8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

When you have completed the first three worlds you will be asked to wait whilst the second part of the game loads automatically.

CONTROLS

Athena is controlled by Joystick in Port 2.

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            JUMP/FLY/CLIMB UP
                   |
    LEFT  ←——————————————→  RIGHT
                   |
            DUCK/CLIMB DOWN
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FIRE—FIRE/USE WEAPON

Imagine ...the name of the game

ENGLISH

GAME PLAY

Proceed through each of the six worlds, cracking bricks open to discover hidden weapons, armour and dangers which may aid or hinder your adventures; the enemies you encounter may also carry useful items to help your progress!

Each level has two exits into the next world, both are guarded but one will have a powerful sentinel to overcome.

As Athena proceeds she can increase the strength of her armour (when obtained) and her weapons by the aquisition of the various hidden icons in the rocks. Discovery of the icon's powers is only part of Athena's quest though, survival is paramount . . .

CONTINUE PLAY OPTION

If you lose all lives you will be offered the option of starting again from the beginning of the "World" that you have just been playing. This option is offered 3 times after which you must restart the whole game. NOTE—The option will not be available in the final world.

STATUS AND SCORING

On screen display shows current score, hi-score and number of lives together with the time remaining to complete the current level.

At the top of the screen is a gauge showing your life level, below this is another gauge for power (of weapon held).

At the bottom of the screen are the icons for each object collected.

Points are gained by hitting the protagonists that you encounter as follows:

SMALL BLOB	50	FISH	100
HORSE MAN	250	SNAKES	100
SCORPION	100	MEDUSA	300
ARCHER	250	JELLY FISH	250
WITCH	500	SPIDER	100
POTATO MAN	900	MINOTAUR	400
BOAR	200	ARMADILLO	100
MERMEN	350	KNIGHTS	450

There are also special enemies that gain scoring of 10,000 to a 100,000 points but these you must discover for yourself. Bonuses are achieved for completing a world or by eliminating the monster guarding the entrance to the next one; extra lives are gained by collecting the treasure chests hidden behind some of the rocks.
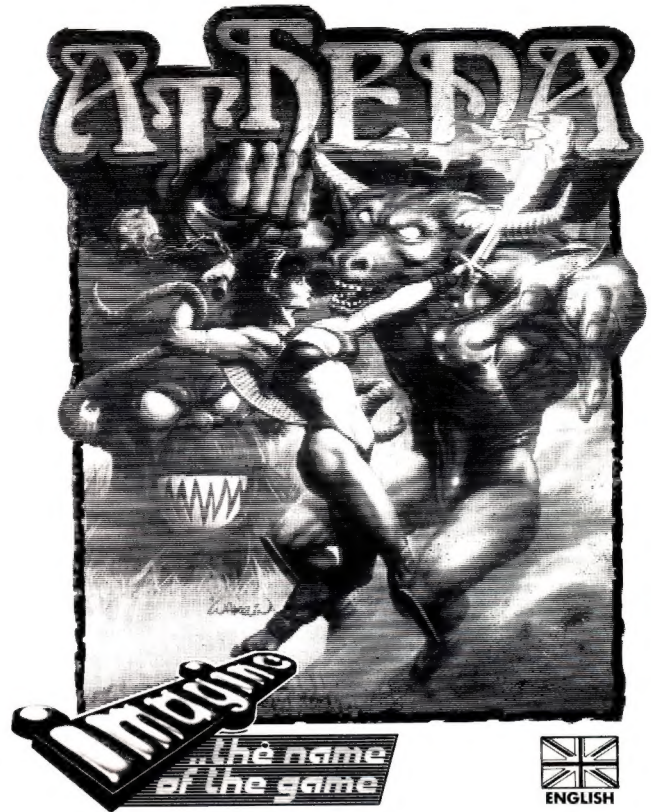
HINTS AND TIPS

1. Collect all the hearts that appear from roses to increase your life level.
2. If this level is low towards the end of a particular world try to find an alternative route as battling the sentinel may not be the only way.
3. Learn which rocks hide useful objects so that you know the sections of rocks that are best to break through.
4. Look for objects that will allow you to move more easily through the worlds and learn which routes lead to the most powerful weapons.

ATHENA

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This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

MR. YATES, IMAGINE SOFTWARE, 6 CENTRAL STREET, MANCHESTER M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you, at no charge. Please note that this does not affect your statutory rights.

CREDITS

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